

Team Ade to Order -- Adrian Kloskowski, Md Mashrafi, Ying Xin Jiang

APCS2 pd8

Project Proposal

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A Custom 2D Engine:

<https://gamedevelopment.tutsplus.com/tutorials/how-to-create-a-custom-2d-physics-engine-the-basics-and-impulse-resolution--gamedev-6331>

What It Uses:

- Processing
- Object-oriented programming and class hierarchies
- Data collections